

CLAIMS:

1. A method of graphically representing a selected mood state of a person, the method comprising the steps of:
 - 5 (a) presenting a graphical representation means to the person; and
 - (b) having the person use the graphical representation means to graphically represent the proportion that each of a number of primary moods contributes to the selected mood state.
- 10 2. The method of graphically representing a selected mood state of a person further comprising a step of:
 - (c) displaying the result of the graphical representation.
- 15 3. The method of graphically representing a selected mood state of a person of claim 2 wherein the person can use colour and/or dimension to graphically represent the proportion that said each of a number of primary moods contributes to said selected mood state.
- 20 4. The method of graphically representing a selected mood state of a person of claim 3 wherein the steps are performed in combination with input received from a physician.
- 25 5. The method of graphically representing a selected mood state of a person of claim 3 wherein the person is required to input identification details prior to step (b).
6. The method of graphically representing a selected mood state of a person of claim 5 wherein the identification details include the person's name, address, age, and/or identifier number.
- 30 7. The method of graphically representing a selected mood state of a person of claim 3 further comprising a step where the person selects which of a plurality of colours is representative to them of a particular primary mood.
- 35 8. The method of graphically representing a selected mood state of a person of claim 7 wherein the person is asked to assign a colour to four primary moods.

9. The method of graphically representing a selected mood state of a person of claim 8 wherein the four primary moods are "Fear", "Anger", "Sad" and "Happy".
10. The method of graphically representing a selected mood state of a person of claim 9 further comprising prior to step (b), a step where the person thinks about or focuses on a selected mood state.
11. The method of graphically representing a selected mood state of a person of claim 10 wherein the subject is selected from the group comprising their workplace, their human relationships, a memory, a hope for the future, school, sport, family members, a bully, or a particular friend.
12. The method of graphically representing a selected mood state of a person of claim 11 wherein step (b) comprises colouring in a shape of pre-defined area with the four selected colours, with the proportion of the colours being representative of the proportion of how much that primary mood contributes to the selected mood state.
13. The method of graphically representing a selected mood state of a person of claim 12 wherein the predefined area is in the shape of a circle and the resulting graphical representation is a pie chart.
14. The method of graphically representing a selected mood state of a person of claim 11 wherein step (b) comprises plotting values on a Cartesian plane, with each axis of the plane being representative of one of the four primary moods.
15. The method of graphically representing a selected mood state of a person of claim 14 further comprising the person selecting a number on a scale that is representative of the degree to which each of the primary moods contributes to the selected mood state and plotting these numbers on the respective appropriate axes of the Cartesian plane.
16. The method of graphically representing a selected mood state of a person of claim 15 wherein the positive side of the y-axis is representative of the primary mood "Happy", the negative side of the y-axis is representative of the primary mood "Sad", the positive side of the x-axis is representative of the primary mood "Fear" and the negative side of the x-axis is representative of the primary mood "Anger".

17. The method of graphically representing a selected mood state of a person of claim 15 wherein a coloured line is drawn from the origin of the Cartesian plane to each of the plots made on the Cartesian plane.
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18. The method of graphically representing a selected mood state of a person of claim 15 wherein the plots made on the Cartesian plane are used to form a quadrangle that is formed by joining the plots made on the Cartesian plane.
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19. The method of graphically representing a selected mood state of a person of claim 11 further comprising the person selecting a number on a scale that is representative of the degree to which each of the primary moods contributes to the selected mood state and plotting these numbers on at least some of the axes of the Cartesian space.
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20. The method of graphically representing a selected mood state of a person of claim 19 wherein one or two of the primary moods are plotted on a z axis of the Cartesian space.
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21. The method of graphically representing a selected mood state of a person of claim 20 wherein the plots made on the Cartesian space are joined by lines to form a three-dimensional representation of the mood state.
22. The method of graphically representing a selected mood state of any one of
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- claims 12-21 wherein the process is repeated on one or more occasions over a period of time, with the various graphical representations being stored for later retrieval and/or comparison.
23. The method of graphically representing a selected mood state of a person of
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- claim 11 wherein step (a) comprises presenting the person with a set of coloured rings of varying diameters and step (b) comprises the person selecting a ring colour representative of a particular primary mood and then selecting from a range of sizes of rings of that selected colour a ring of a particular diameter representative of the proportion that that primary mood contributes to the selected mood state.
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24. The method of graphically representing a selected mood state of a person of claim 23 wherein the person uses a set of concentric rings and puts them together by starting with what they regard as their predominant primary mood about said subject and then by working inwardly places smaller diameter rings representative of the other
5 primary moods within the firstly selected largest ring to form a graphical representation of their mood state.
25. The method of graphically representing a selected mood state of a person of claim 11 wherein a percentage score is allocated to each primary mood based on the
10 graphical representation such that the total score adds to 100.
26. The method of graphically representing a selected mood state of a person of claim 25 wherein a FASH (Fear/Anger/Sad/Happy) index is prepared based on said scores.
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27. The method of graphically representing a selected mood state of a person of claim 25 wherein said scores are used to form a further graphical representation comprising two sets of balanced arms, with variable length and/or colour, with a first arm supporting the fulcrum of a second arm, the first arm being representative of the
20 primary moods "fear" and "anger" and the second arm being representative of the primary moods "happy" and "sad".
28. The method of graphically representing a selected mood state of a person of claim 27 wherein where the determined score for the primary moods "fear" and "anger"
25 are the same, the first arm will be graphically depicted as evenly balanced and where the determined score for the primary moods "happy" and "sad" are the same, the second arm will be graphically depicted as evenly balanced.
29. A system for graphically representing a selected mood-state of a person, the
30 system comprising:
a graphical representation means for graphically representing the proportion that each of a number of primary moods contributes to the selected mood state.
30. The system of claim 29 wherein the graphical representation means allows a
35 person to use colour and/or dimension to graphically represent the proportion that said each of a number of primary moods contributes to said selected mood state.

31. The system of claim 30 wherein the system is an electronic device selected from the group comprising a desktop computer, a laptop computer, a notebook type computer, a personal organiser, a handheld game device, and a cellular telephone.
- 5 32. The system of claim 31 wherein the electronic device has a microprocessor, a visual display device, an input device, and a data storage device.
33. The system of claim 32 wherein the electronic device uses programme code to
10 run a programme on the device that allows a person to graphically represent the said selected mood state.
34. The system of claim 33 wherein the programme code, on execution, results in the electronic device requiring the person to input identification details before
15 proceeding.
35. The system of claim 33 wherein the programme code, on execution, results in the device displaying a Select Menu which requires the person to select which of a plurality of colours is representative to them of a particular primary mood.
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36. The system of claim 35 wherein the Select Menu comprises the display of a plurality of blocks of different colour on the visual display device, from which the person selects colours that are considered representative of each of the primary moods.
- 25 37. The system of claim 36 wherein the Select Menu requires the person to assign a colour to four primary moods.
38. The system of claim 37 wherein the four primary moods are "Fear", "Anger", "Sad" and "Happy".
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39. The system of claim 33 wherein the programme code, on execution, results in the electronic device asking the person to think about or focus on the selected mood state before they graphically represent said selected mood state.

40. The system of claim 39 wherein details of said selected mood state are enterable into the electronic device using the input device and stored in the data storage device for later retrieval or comparison with other tests.
- 5 41. The system of claim 40 wherein the input device is selected from the group comprising a keyboard, a keypad, a mouse, a joystick, a stylus, and a touch screen.
42. The system of claim 38 wherein the visual display device displays a graphical input screen that allows the person to graphically represent the proportion that each
10 primary mood contributes to the selected mood state.
43. The system of claim 42 wherein the graphical input screen comprises a shape of pre-defined area that is able to be coloured in with the selected colours.
- 15 44. The system of claim 43 wherein the person selects a first primary mood and then the person is asked to colour in a portion of that area that is representative of how much that primary mood contributes to the selected mood state, the process being repeated for each of the four primary moods.
- 20 45. The system of claim 44 wherein the predefined area is a circle, with the coloured in circle being a pie chart.
46. The system of claim 45 wherein the process of forming pie charts is repeated on one or more occasions over a period of time, with the various pie charts being stored in
25 the storage device for later retrieval and/or comparison with other tests.
47. The system of claim 42 wherein the graphical input screen comprises a Cartesian plane.
- 30 48. The system of claim 47 wherein the person uses the input device to plot points for each of the primary moods on the four axes of the Cartesian plane.
49. The system of claim 48 wherein the positive side of the y-axis is representative of the primary mood "Happy", the negative side of the y-axis is representative of the
35 primary mood "Sad", the positive side of the x-axis is representative of the primary

mood "Fear", and the negative side of the x-axis is representative of the primary mood "Anger".

50. The system of claim 48 wherein the electronic device draws a coloured line
5 from the origin of the Cartesian plane to each of the plots, with the colours being as selected by the person as representative of that plotted primary mood.

51. The system of claim 48 wherein the electronic device draws a coloured line
10 between each of the plots on the Cartesian plane to form a quadrangle.

52. The system of claim 42 wherein the graphical input screen comprises a Cartesian space, with one or two of the primary moods being plotted on a z axis of the Cartesian space.

53. The system of claim 42 wherein the graphical input screen comprises the
15 depiction of a plurality of coloured rings of different dimensions on the display device of the device, the rings being selectable with the input device so that the person puts together a set of concentric rings by starting with what they regard as their predominant primary mood about said subject and then work inwardly placing smaller diameter
20 rings representative of the other primary moods within the firstly selected largest ring to form a graphical representation of their mood state.

54. The system of claim 42 wherein the electronic device analyses the graphical
25 representations and develops statistical analyses thereof.

55. The system of claim 54 wherein the electronic device allocates a percentage score to each primary mood based on the graphical representation such that the total score adds to 100, the device then generates a FASH (Fear/Anger/Sad/Happy) index.

56. The system of claim 55 wherein the FASH index is used to form a still further
30 graphical representation of the selected mood state of the person.

57. The system of claim 56 wherein the further graphical representation comprises two sets of balanced arms, with a first arm supporting the fulcrum of a second arm, the
35 first arm being representative of the primary moods "Fear" and "Anger" and the second arm being representative of the primary moods "Happy" and "Sad".

58. The system of claim 57 wherein when the determined scores for the primary moods "Fear" and "Anger" are the same, the first arm is graphically depicted as evenly balanced and when the determined scores for the primary moods "Happy" and "Sad" are the same, the second arm is graphically depicted as evenly balanced.

59. A computer programme for graphically representing a selected mood state of a person by:

- (a) presenting a graphical representation means to the person; and
- (b) requesting the person use the graphical representation means to graphically represent the proportion that each of a number of primary moods contributes to the selected mood state.

60. A computer readable medium containing machine-executable programme code for graphically representing a selected mood state of a person, the code, on execution by a computer, resulting in the computer:

- (a) presenting a graphical representation means to the person; and
- (b) requesting the person use the graphical representation means to graphically represent the proportion that each of a number of primary moods contributes to the selected mood state.